

## Programming Tables

### Sensor Types (Zones)

Sensor type is required for all wired and wireless zones. It determines how/when the panel responds to signals from the sensor.

Sensor Type	Description
<b>(00) Unused</b>	For unused sensor numbers that do not have a sensor programmed into them. No system action occurs at any time from this sensor type.
<b>(01) Exit/Entry 1</b>	Reserved for doors used for exit/entry. When the system is armed in the <b>Stay</b> or <b>Away</b> mode, the exit delay timer starts (regardless if the system is armed in <b>Stay</b> or <b>Away</b> mode). When the exit delay timer expires, the system is fully armed. When fully armed, if this sensor type is triggered, the Entry Delay 1 timer starts. The system must be disarmed before the Entry Delay 1 timer expires, or an alarm will occur. If the entry delay timer is turned OFF during arming, the exit/entry delay sensors will act as non-delayed instant sensors at the end of exit delay.
<b>(02) Exit/Entry 2</b>	Operates the same as Exit/Entry 1 except it starts the Entry Delay 2 timer. The user can adjust the Entry Delay time to allow more time to disarm the system (such as a garage door).
<b>(03) Perimeter</b>	For doors/windows not used to enter/exit the premises while system is armed. An instant alarm will occur when this sensor type is triggered with the system armed in the <b>Stay</b> or <b>Away</b> mode.
<b>(04) Interior Follower</b>	For interior sensors that detect presence inside the premises (such as motion detector). This sensor type is called a "follower" due to its action when the system is armed in the <b>Away</b> mode. After the exit delay expires and the system is armed, if an interior follower sensor is triggered, an instant alarm will occur. If an exit/entry delay sensor is triggered first, the interior follower sensor will also be delayed. Interior follower sensors are always bypassed and not active when the system is armed in <b>Stay</b> mode. This allows premises to be occupied while protecting perimeter.
<b>(05) Day Zone</b>	Similar to Perimeter zone, except when the system is disarmed, a violation displays a trouble alert on the panel's display. Common uses are protection of sensitive areas that require notification and possibly a Central Station trouble report, but no alarm when the system is disarmed.
<b>(06) 24-Hour Silent Alarm</b>	Active regardless of the system arming status. A Silent Panic alarm is sent to the Central Station, but for safety, no visual or audible indications are activated locally.
<b>(07) 24-Hour Audible Alarm</b>	Continuously armed 24-hours a day and will trigger a local alarm and bell output regardless of the mode the system is in. Typical use would be an audible panic alarm.
<b>(08) 24-Hour Auxiliary Alarm</b>	Continuously armed 24-hours a day and will trigger an alarm regardless of the mode the system is in. The bell output will not activate, but the local sounder will continue until it is acknowledged at the panel. Typical use would be for a monitoring device such as a flood or temperature sensor. There is no time out for the internal sounder, it will continue until a user code is entered.
<b>(09) 24-Hour Fire †</b>	Continuously armed 24-hours a day and will trigger the local alarm fire sounder and the bell output regardless of the mode the system is in. Typical use would be for wireless smoke detectors. This sensor type is always active and cannot be bypassed.
<b>(10) Interior with Delay</b>	Operates as a delayed sensor when the system is armed in the <b>Away</b> mode, and when triggered, will start the Entry Delay 1 timer. If the system is armed in <b>Away</b> mode with no Entry Delay (armed instant), this sensor type will trigger an instant alarm. If the system is armed in <b>Stay</b> mode (or <b>Stay</b> mode with no Entry Delay), this sensor type will be bypassed.
<b>(14) 24-Hour Carbon Monoxide †</b>	Continuously armed 24-hours a day and will trigger the local alarm and bell regardless of the mode the system is in. Typical use would be for wireless carbon monoxide detectors. This Sensor Type is always active and cannot be bypassed.
<b>(16) 24-Hour Fire with Verification †</b>	Continuously armed 24-hours a day and can trigger the local alarm and bell regardless of the mode the system is in. Typical use would be for wireless smoke detectors. This Sensor Type is always active and cannot be bypassed. For verification, this Sensor Type must be violated twice in two (2) minutes, or remain violated for 30 seconds. If any other fire sensor (verified sensor type or not) violates within two minutes, both sensors will cause a fire alarm.
<b>(23) No Response Type</b>	A special zone monitored for activity or inactivity by the Central Station. It does not affect security system status. Often used for a doorbell, liquor/gun/game cabinet, etc.
<b>(24) Silent Burglary</b>	For silent triggering of the burglary alarm with perimeter doors/windows not used to enter/exit the premises when the system is armed. An instant silent alarm will occur when this sensor type is triggered with the system in either the <b>Stay</b> or <b>Away</b> mode. The sounder & bell will not activate.

† Indicates sensor types that are not allowed for hardwired loops.

## Sensor Loop Numbers

A sensor loop informs the system how to respond when events are triggered. Every wireless sensor has at least one way of triggering, which is why every sensor has at least a Loop 1. If a sensor has more than one way of triggering, additional loop numbers will be assigned to the sensor (e.g., the Wireless Smoke/Heat/Freeze Alarm uses: *Loop 1* for *smoke*, *Loop 2* for *heat*, and/or *Loop 3* for *freeze detection*).

The following is a general guide to determine the appropriate loop number. Some devices have multiple loop numbers; be sure to use the loop number that matches how the sensor will be triggered. For detailed information, it is recommended you check the *Installation Instructions* included with the sensor or peripheral.

Sensor	Trigger & Loop	Sensor	Trigger & Loop
Thin Door Window Contact	Wired = Loop 1 Not wired = Loop 2	Recessed Door Contact PIR Motion Detector Glass Break Detector CO Detector Micro Sensor with Bypass Tilt Sensor Panic Button Fall Detector Pendant Doorbell Image Sensor Smoke Ring FireFighter Takeover Module Gun Motion Detector	Always = Loop 1
Outdoor Wireless Contact	Wired = Loop 1 Not wired = Loop 2		
Smoke/Heat/Freeze Detector	Smoke = Loop 1 Heat = Loop 2 Freeze = Loop 3		
Flood/Temperature Sensor	Flood = Loop 1 Heat = Loop 2 Freeze = Loop 3		
Water Leak Detector	Cold = Loop 1 Heat = Loop 2 Flood = Loop 3		
Stove & Grill Guard Sensor	Always = Loop 2		



When using Honeywell 5800 series, use their instructions for the loop number.

## Sensor Equipment Type

Some sensor types require you to specify an equipment type, which affects the sensor's extended reporting code. The sensor Equipment Type is only required when one of the following Sensor Types is selected: (04) *Interior Follower*, (08) *24-Hour Auxiliary Alarm*, or (10) *Interior with Delay*.

Sensor Type (Zone)	Equipment Types
(04) Interior Follower	(1) Motion, (2) Contact
(06) 24-Hour Silent Alarm	(1) Contact, (11) Emergency
(07) 24-Hour Audible Alarm	(1) Contact, (11) Emergency
(08) 24-Hour Auxiliary Alarm	(1) Contact, (6) Freeze, (8) Water, (10) Temperature, (11) Emergency
(10) Interior with Delay	(1) Motion, (2) Contact
(23) No Response Type	(1) Contact, (2) Motion

## Equipment Codes

The table below lists the available equipment codes, which are required for all wireless zones, keyfobs, and keypads.



**eSeries Sensors MUST be programmed with an eSeries Equipment Code or they will not work properly. Additionally, eSeries Sensors will only work with the GC2e and GC3e panels.**



Code	Description	Code	Description
(0000)	Other	(1026)	2GIG CO Detector
(0470)	HW R-D/W "5818MNL"	(1058)	2GIG Smoke Detector
(0475)	Existing Glass Break Detector	(1059)	2GIG-TS1 Wireless Touchscreen Keypad (GC2/e only)
(0491)	HW Panic Pendant "5802MN2"	(1060)	2GIG SP1 Touchscreen (GC3/e only)
(0519)	HW Glass Break "5853"	(1061)	Tilt Sensor
(0530)	HW PIR "5894PI"	(1062)	2GIG Tilt Sensor
(0533)	HW PIR "5890"	(1063)	2GIG Doorbell
(0556)	Existing Flood/Temp Sensor	(1064)	2GIG Bypass Sensor
(0557)	HW Heat Sensor "5809"	(1065)	2GIG Flood Sensor
(0577)	Existing Keyfob Remote	(1066)	2GIG Shock Sensor **
(0589)	HW Smoke "5808W3"	(1067)	2GIG Repeater
(0609)	Existing Motion Detector	(1068)	2GIG Translator **
(0616)	Existing Smoke Detector	(1069)	FireFighter SMKT/CO Listener (GC3/e only)
(0624)	HW Flood Sensor "5821"	(1070)	2GIG F1-345 *
(0637)	HW D/W "5816"	(1071)	2GIG PHB-345 *
(0655)	Existing Door/Window Contact	(1072)	Smoke Ring *
(0692)	Existing CO Detector	(1074)	2GIG SP2 Touchscreen (GC3/e only)
(0708)	Existing Heat Sensor	(2058)	eSeries Smoke Detector (USA) †
(0859)	CO1-345C CO Detector (Canada)	(2860)	eSeries CO Detector (USA) †
(0860)	CO1-345 CO Detector (USA)	(2061)	eSeries Tilt Sensor †
(0862)	2GIG Thin Door/Window Contact	(2065)	eSeries Flood Sensor †
(0863)	2GIG Recessed Door Contact	(2066)	eSeries Shock Sensor **
(0864)	2GIG Glass Break Detector	(2067)	eSeries Repeater †
(0866)	2GIG 4-Button Keyfob Remote	(2068)	eSeries Translator **
(0867)	2GIG PAD 1-345 Wireless Keypad	(2070)	eSeries Water Sensor †
(0868)	2GIG Panic Button Remote	(2862)	eSeries Thin Door/Window Contact †
(0869)	2GIG PIR with Pet Immunity	(2863)	eSeries Recessed Door Contact †
(0871)	SMKE1-345C Smoke Detector (Canada)	(2864)	eSeries Glass Break Detector †
(0872)	SMKE1-345 Smoke Detector (USA)	(2869)	eSeries PIR with Pet Immunity †
(0873)	2GIG Takeover Module	(2873)	eSeries Takeover Module †
(0895)	SMTK2-345 GE Smoke/Heat Detector (USA/Canada)	(9999)	Alarm.com Image Sensor

\* Not available on the GC3 prior to 3.2.3.

\*\* Sensor not currently supported.

‡ This equipment code is indented to be used with the new eSeries (encrypted) sensors.

The eSeries sensors *only* work with 2GIG EDGE GC2e and GC3e panels and *must* be entered correctly.

# Voice Descriptors

Required for all wireless and wired zones:

	Code Descriptor	Code Descriptor	Code Descriptor
<b>A</b>	002 Abort	266 Apartment	013 Attic
	003 AC	008 Area	014 Audio
	004 Access	009 Arm	015 Auto
	005 Alarm	010 Armed	016 Automation
	006 And	011 Arming	017 Auxiliary
	007 Announcement	012 At	018 Away
	019 Baby's	023 Battery	026 Break
<b>B</b>	020 Back	024 Bedroom	027 Button
	256 Balcony	272 Bell	028 Bypass
	021 Basement	025 Bonus	029 Bypassed
	022 Bathroom	273 Boy's	
<b>C</b>	030 Cabinet	036 Center	044 Computer
	274 Camera	037 Check	045 Control
	031 Cancel	038 Chest	046 Cool
	032 Carbon Monoxide	039 Children's	271 Corner
	275 Cave	040 Chime	047 Crawl
	033 Cellular	041 Closet	048 Current
	034 Cellular	042 Code	
	035 Cell Radio	043 Communications	
<b>D</b>	276 Daughter's	052 Detector	058 Door
	049 Day	053 Dim	277 Doorbell
	258 Deck	054 Dining	059 Downstairs
	050 Degrees	055 Disarm	060 Driveway
	051 Den	056 Disarmed	
	259 Detached	057 Dock	
<b>E</b>	061 East	067 Emergency	073 Exit
	062 Eight	068 Enter	074 Exit Now
	063 Eighteen	069 Entrance	075 Exterior
	064 Eight	070 Entry	076 External
	065 Electric	071 Error	
	066 Eleven	072 Exercise	
<b>F</b>	077 Failure	086 Five	094 Fourteen
	078 Family	087 Flood	095 Fourth
	079 Fan	088 Floor	267 Foyer
	080 Fifteen	099 Furnace	096 Freeze
	081 Fifty	089 Fluid	097 Freezer
	082 Fire	090 Foil	098 Front
	083 Fire Alert	091 For	099 Furnace
	084 Fire Detector	092 Forth	
	085 First	093 Four	
	100 Game	265 Gate	104 Glass break
<b>G</b>	101 Garage	278 Girl's	105 Guest
	102 Gas	103 Glass	106 Gun
	107 Hall	110 Hang up	113 Home
<b>H</b>	108 Hallway	111 Heat	114 House
	109 Hanging	112 High	
	115 Ice	116 Inside	118 Interior
<b>I</b>	279 Image	117 Instant	119 Intrusion
	280 Image Sensor	120 Is	
<b>J</b>	-		
<b>K</b>	121 Key	123 Keypad	125 Kitchen
	122 Keyfob	124 Kids	

	Code Descriptor	Code Descriptor	Code Descriptor
<b>L</b>	126 Laundry	130 Light	134 Loading
	127 Left	131 Lights	135 Lock
	128 Level	132 Liquor	136 Loft
	129 Library	133 Living	137 Low
<b>M</b>	138 Main	141 Medical	145 Monitor
	139 Maintenance	142 Medicine	146 Motion
	281 Man	143 Menu	147 Motion Detector
<b>N</b>	140 Master	144 Middle	148 Mud
	149 Nine	152 North	155 No Delay
	150 Nineteen	153 Not	156 No Entry Delay
<b>O</b>	151 Ninety	154 Not ready	157 Nursery
	158 Off	161 One	164 Outside
	159 Office	162 One Hundred	260 Overhead
<b>P</b>	160 On	163 Output	
	165 Panel	170 Phone Line	174 Pound
	166 Panic	171 Play	175 Powder
	167 Pantry	172 Police	176 Press
	168 Patio	173 Pool	177 Previous
<b>Q</b>	169 Perimeter	270 Porch	178 Pump
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<b>R</b>	179 Radio	182 Relay	186 Right
	180 Ready	183 Remote	187 Room
	181 Rear	184 Repeat	
	261 Refrigerator	185 RF Jam	
<b>S</b>	188 Safe	201 Silent	214 Star
	189 Second	202 Siren	215 Status
	190 Security	203 Six	216 Stay
	191 Sensor	204 Sixteen	217 Stop
	192 Sensors	205 Sixty	218 Storage
	262 Service	206 Skylight	219 Study
	193 Session	207 Sliding	220 Sump
	194 Set	208 Smoke	283 Sun
	195 Seven	282 Son's	263 Sunroom
	196 Seventeen	209 Sounder	221 Supervision
	197 Seventy	210 South	286 Switch
	198 Shed	211 Space	222 System
	199 Shop	212 Spare	
200 Side	213 Stairs		
<b>T</b>	223 Tamper	229 Thirteen	236 Trouble
	224 Temperature	230 Thirty	237 Turn
	225 Ten	231 Three	268 TV
	226 Terminated	232 To	238 Twelve
	284 Theatre	233 Tool	239 Twenty
	227 Thermostat	234 Transmitted	240 Two
	228 Third	235 Transmitter	
<b>U</b>	241 Unlock	243 Upstairs	245 Utility
	242 Upper	244 User	
<b>V</b>	246 Valve	269 Video	247 Voice
	248 Wall	250 West	252 Wireless
<b>W</b>	264 Warehouse	251 Window	
	249 Water	285 Wing	
<b>X</b>	-		
<b>Y</b>	253 Yard		
<b>Z</b>	254 Zero	255 Zone	